

Mr. President.

SPEAKER NICHOL: The bill is returned. Senator Schmit.

SENATOR SCHMIT: I move the amendment be adopted.

SPEAKER NICHOL: Okay. Any further discussion? The question is the adoption of the Schmit amendment. All those in favor vote aye, opposed nay. Record, Mr. Clerk, please.

CLERK: 31 ayes, 0 nays on adoption of Senator Schmit's amendment.

SPEAKER NICHOL: The amendment is adopted. Senator Schmit.

SENATOR SCHMIT: Mr. President, I move the bill be readvanced.

SPEAKER NICHOL: Senator DeCamp, did you wish to speak?

SENATOR DECAMP: Mr. President, just to give a little bit of quick information. This program has been in effect since 1977. We've had, I suppose, an average of about \$100 million plus per year deposited in Nebraska banks earning as much interest as they could find absolutely anywhere. The pledging was not necessary in the past because the FDIC did cover, absolutely covered, whatever the amount was, no matter if it was \$100,000 or \$1 million. So that pledging was not required. In previous cases, where banks went down, they did pay off. There are two cases where it is in controversy now. As you know 400,000 in one, 400,000 in another. I want to make it a matter of record, which has not come out clearly in the papers, that that is not a result necessarily. In fact it is not a result of the FDIC changing that policy at that time. What it is a result of, primarily, is that other matters are involved in those banks, such as potential fraud and potential going against the bonds, those kind of things. Those are the reasons it was not paid in those two cases. However, the FDIC has now changed their policy and they are going to only insure up to \$100,000. That became abundantly clear here roughly one month ago with an opinion of the FDIC that was, I think it was either made official now or going to be made official within the next couple weeks. So the 100,000 now, above that we are requiring a pledging system. I would like to point out though, for those who have said some criticism of